

I CLAIM:

1. A three-dimensional maze game in the form of a hand-held toy comprising:  
  
5 a substantially cubic non-transparent body containing a plurality of intersecting pathways of varying lengths for an object and  
  
an entrance aperture and one or more exit apertures connecting the pathways  
  
10 wherein each intersection formed by the said intersecting pathways is provided with means to bring the said object to rest till the toy is tilted and the object follows a vertical pathway that is defined by the tilting of the toy and  
  
wherein at least one or more pathways lead to at least a blind pathway.  
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2. A three-dimensional maze game according to claim 1, wherein the said means is a substantially conical/cuboidal cavity.
3. A three-dimensional maze game according to claim 2, wherein the said cavity faces  
20 the pathway leading to the entrance aperture.
4. A three-dimensional maze game according to claim 1, wherein each said pathway leads to three blind pathways and two other pathways leading to the next intersection.  
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5. A three-dimensional maze game according to claim 1, wherein the pathways are moulded inside the body.
6. A three-dimensional maze game according to claim 1, wherein the said body  
30 comprises an entrance aperture and a single exit aperture.